بسم الله الرحمن الرحیم و توکلت علی الله

فراخوانی کلاس ها در پروژه sceneReanoer

**if**(line.equals("«داستان جدید»")){

storyModel = **new** StoryModel("stroy" + ++story\_num);

tts = **new** TTSEngine(mainKbFilePath, myKbFilePath);

...

current\_scene\_lines.add(line);

...

tts.TextToScene(current\_scene\_lines, storyModel, **false**);

}

SceneReasoner. mergeScenesOfSentences()

mergeScenes()

enrichSceneModel()

Preprocessor.

preprocessSentence()

preprocessScene()

**public** **void** TextToScene(ArrayList<String> scene\_inputNL, StoryModel storyModel, **boolean** isLastScene):

ArrayList<SceneModel> sentencs\_scenes = **new** ArrayList<SceneModel>();

**for**(String NLsentence:scene\_inputNL){

SentenceModel sentence = \_pp.preprocessSentence(NLsentence);

SceneModel cur\_sen\_scene = \_pp.preprocessScene(sentence);

**if**(cur\_sen\_scene != **null**)

sentencs\_scenes.add(cur\_sen\_scene);

}

// merging primary SceneModels of each sentences of this scene

SceneModel currentPrimaryScene = \_sr.mergeScenesOfSentences(sentencs\_scenes);

//adding primarySceneModel of the current scene to the stroyModel

storyModel.addScene(currentPrimaryScene);

currentPrimaryScene.setStory(storyModel);

**if**(isLastScene){//the last scene of story

//merging primarySceneModels of different scenes previously added to storyModel

\_sr.mergeScenes(storyModel);

//enriching primarySceneModels of different scenes previously added to storyModel

\_sr.enrichSceneModel(storyModel);}

TTSEngine.

TextToScene()

//sentences of the last scene will be sent to TTSEngine to enrich

tts.TextToScene(current\_scene\_lines, storyModel, **true**);

**else** **if**(line.equals("«صحنه جدید»")){

//Then give the sentences of a scene to TTSEngine to enrich.

tts.TextToScene(current\_scene\_lines, storyModel, **false**);

current\_scene\_lines = **new** ArrayList<String>();

current\_scene\_lines.add(line);

...

tts.TextToScene(current\_scene\_lines, storyModel, **false**);

}

UI.TTS()